



GAP

2 1/2

Cover B  
RONE

KANG  
SUH  
DABB  
LEE

# MEGA CITY 909



Ropie

**WE CO'909**

Compiled by RANDI RANDI JACKSON

Report by JACOB LEE, ANDREW DAVE

by RANDI RANDI JACK SUN

1999, 2000, 2001, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024, 2025, 2026, 2027, 2028, 2029, 2030, 2031, 2032, 2033, 2034, 2035, 2036, 2037, 2038, 2039, 2040, 2041, 2042, 2043, 2044, 2045, 2046, 2047, 2048, 2049, 2050, 2051, 2052, 2053, 2054, 2055, 2056, 2057, 2058, 2059, 2060, 2061, 2062, 2063, 2064, 2065, 2066, 2067, 2068, 2069, 2070, 2071, 2072, 2073, 2074, 2075, 2076, 2077, 2078, 2079, 2080, 2081, 2082, 2083, 2084, 2085, 2086, 2087, 2088, 2089, 2090, 2091, 2092, 2093, 2094, 2095, 2096, 2097, 2098, 2099, 2100, 2101, 2102, 2103, 2104, 2105, 2106, 2107, 2108, 2109, 2110, 2111, 2112, 2113, 2114, 2115, 2116, 2117, 2118, 2119, 2120, 2121, 2122, 2123, 2124, 2125, 2126, 2127, 2128, 2129, 2130, 2131, 2132, 2133, 2134, 2135, 2136, 2137, 2138, 2139, 2140, 2141, 2142, 2143, 2144, 2145, 2146, 2147, 2148, 2149, 2150, 2151, 2152, 2153, 2154, 2155, 2156, 2157, 2158, 2159, 2160, 2161, 2162, 2163, 2164, 2165, 2166, 2167, 2168, 2169, 2170, 2171, 2172, 2173, 2174, 2175, 2176, 2177, 2178, 2179, 2180, 2181, 2182, 2183, 2184, 2185, 2186, 2187, 2188, 2189, 2190, 2191, 2192, 2193, 2194, 2195, 2196, 2197, 2198, 2199, 2200, 2201, 2202, 2203, 2204, 2205, 2206, 2207, 2208, 2209, 2210, 2211, 2212, 2213, 2214, 2215, 2216, 2217, 2218, 2219, 2220, 2221, 2222, 2223, 2224, 2225, 2226, 2227, 2228, 2229, 2230, 2231, 2232, 2233, 2234, 2235, 2236, 2237, 2238, 2239, 2240, 2241, 2242, 2243, 2244, 2245, 2246, 2247, 2248, 2249, 2250, 2251, 2252, 2253, 2254, 2255, 2256, 2257, 2258, 2259, 2260, 2261, 2262, 2263, 2264, 2265, 2266, 2267, 2268, 2269, 2270, 2271, 2272, 2273, 2274, 2275, 2276, 2277, 2278, 2279, 2280, 2281, 2282, 2283, 2284, 2285, 2286, 2287, 2288, 2289, 2290, 2291, 2292, 2293, 2294, 2295, 2296, 2297, 2298, 2299, 2300, 2301, 2302, 2303, 2304, 2305, 2306, 2307, 2308, 2309, 2310, 2311, 2312, 2313, 2314, 2315, 2316, 2317, 2318, 2319, 2320, 2321, 2322, 2323, 2324, 2325, 2326, 2327, 2328, 2329, 2330, 2331, 2332, 2333, 2334, 2335, 2336, 2337, 2338, 2339, 2340, 2341, 2342, 2343, 2344, 2345, 2346, 2347, 2348, 2349, 2350, 2351, 2352, 2353, 2354, 2355, 2356, 2357, 2358, 2359, 2360, 2361, 2362, 2363, 2364, 2365, 2366, 2367, 2368, 2369, 2370, 2371, 2372, 2373, 2374, 2375, 2376, 2377, 2378, 2379, 2380, 2381, 2382, 2383, 2384, 2385, 2386, 2387, 2388, 2389, 2390, 2391, 2392, 2393, 2394, 2395, 2396, 2397, 2398, 2399, 2400, 2401, 2402, 2403, 2404, 2405, 2406, 2407, 2408, 2409, 2410, 2411, 2412, 2413, 2414, 2415, 2416, 2417, 2418, 2419, 2420, 2421, 2422, 2423, 2424, 2425, 2426, 2427, 2428, 2429, 2430, 2431, 2432, 2433, 2434, 2435, 2436, 2437, 2438, 2439, 2440, 2441, 2442, 2443, 2444, 2445, 2446, 2447, 2448, 2449, 2450, 2451, 2452, 2453, 2454, 2455, 2456, 2457, 2458, 2459, 2460, 2461, 2462, 2463, 2464, 2465, 2466, 2467, 2468, 2469, 2470, 2471, 2472, 2473, 2474, 2475, 2476, 2477, 2478, 2479, 2480, 2481, 2482, 2483, 2484, 2485, 2486, 2487, 2488, 2489, 2490, 2491, 2492, 2493, 2494, 2495, 2496, 2497, 2498, 2499, 2500, 2501, 2502, 2503, 2504, 2505, 2506, 2507, 2508, 2509, 2510, 2511, 2512, 2513, 2514, 2515, 2516, 2517, 2518, 2519, 2520, 2521, 2522, 2523, 2524, 2525, 2526, 2527, 2528, 2529, 2530, 2531, 2532, 2533, 2534, 2535, 2536, 2537, 2538, 2539, 2540, 2541, 2542, 2543, 2544, 2545, 2546, 2547, 2548, 2549, 2550, 2551, 2552, 2553, 2554, 2555, 2556, 2557, 2558, 2559, 2560, 2561, 2562, 2563, 2564, 2565, 2566, 2567, 2568, 2569, 2570, 2571, 2572, 2573, 2574, 2575, 2576, 2577, 2578, 2579, 2580, 2581, 2582, 2583, 2584, 2585, 2586, 2587, 2588, 2589, 2590, 2591, 2592, 2593, 2594, 2595, 2596, 2597, 2598, 2599, 2600, 2601, 2602, 2603, 2604, 2605, 2606, 2607, 2608, 2609, 2610, 2611, 2612, 2613, 2614, 2615, 2616, 2617, 2618, 2619, 2620, 2621, 2622, 2623, 2624, 2625, 2626, 2627, 2628, 2629, 2630, 2631, 2632, 2633, 2634, 2635, 2636, 2637, 2638, 2639, 2640, 2641, 2642, 2643, 2644, 2645, 2646, 2647, 2648, 2649, 2650, 2651, 2652, 2653, 2654, 2655, 2656, 2657, 2658, 2659, 2660, 2661, 2662, 2663, 2664, 2665, 2666, 2667, 2668, 2669, 2670, 2671, 2672, 2673, 2674, 2675, 2676, 2677, 2678, 2679, 2680, 26

PEOPLE OF KINGDOM UNDER FIRE: THE CHIEFSPEAKERS

JAI KOOK CHUN  
(1970)

FOOD TV

**KEVIN L. LANDRY**  
Project Manager

**OF PARK**

**JU TOUN LEE**  
Assistant Editor

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FOR YOUR BUSINESS

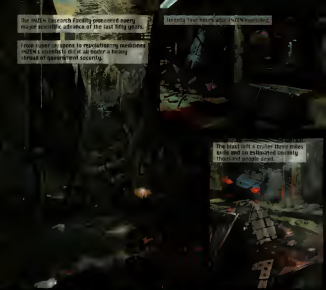
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NEW 3-DIMENSIONAL

**Josh Mayhew**, President; **Mike Martens**, Art Director; **Sean Dwyer**, Graphic Designer; **Marshall Elliott**, Project Manager; **Mark Powers**, Senior Editor; **Chris Corbin**, Web Developer; **Tim Sanders**, Staff Reporter; **Susan Bishop**, Office Manager; **Sam Wells**, Office Administrator

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The INGEN Research Facility processed every major scientific advance of the last fifty years.

From super alloys to revolutionary medicines, INGEN's secrets to die at all costs a heavy shroud of government security.

Just only four hours ago, INGEN exploded.

The blast left a crater three miles wide and an estimated seventy thousand people dead.

Now the city has moved to DEFCON-1 and sent in the person they always call when it looks like the world's about to end.

Mr.

COMMAND, THIS IS  
UNUSUALLY MANY TEN  
MINUTES FROM THE  
PNEUMATIC CYCLE.

RECONNAISSANCE TEAM ORION REPORTS AN UNIDENTIFIED, BUT EXTREMELY POWERFUL ELECTROMAGNETIC FIELD ENVELOPING WHAT'S LEFT OF SEVEN. WE NEED TO FIND ITS POINT OF ORIGIN AND DESTROY WHATEVER'S CREATING IT

DO THEY THINK IT'S A PULSE VIDEO?

THIS IS THE GOVERNMENT THEY KEEP THROWS TO A MINUTE

SO WE JUST WALK IN, PLANT THE BOMB AND GET OUT, NO PROBLEM

OR MAYBE NOT EVERYTHING IN THOSE LABS WAS HUMAN

WE'VE ALSO BEEN ASKED TO CONDUCT A SURVEY OF THE ZONE. THERE MAY BE SURVIVORS

WHO COULD SURVIVE THAT?

WELL, I WANT TO KNOW WHY WE'RE BEING GIVEN RESCUE MISSIONS. I JOINED THIS UNIT TO MAKE SURE NOBODY GOT EATEN THROUGH BURNING

I DUNNO, I THINK IT'S NICE WE'RE BEING ASKED TO SAVE LIVES INSTEAD OF TAKE THEM FOR ORAGE

YOU WOULD. YOU WOULD.





YOU'RE  
HOMER!

ON THE CONTRARY,  
SECURITY IMPLIES COMPLEXITY.  
BUT WHERE I AM EVERYTHING  
IS PERFECTLY CLEAR.  
THERE ARE NO SECRETS,  
NO LIES, ONLY KNOWLEDGE  
AND TRUTH.

THAT'S WHY I KEPT  
YOU ALIVE, OLD FRIEND. I HAD  
A MACHINER, A MACHINER TO MY  
POWER, AND WHO BETTER THAN  
THE MAN THAT CAUSED SO MUCH  
HURT—SO MANY DEATHS,  
INCLUDING MY OWN.



YOU'RE LYING.  
I'M A DISGRACED.  
I HELP PEOPLE!



NO JESSE, YOU'VE  
GIVEN YOUR LIFE TO THE  
PITY OF PAIN FOR YOUR  
DESTRUCTION AND  
A SCIENCE.

FOR NO  
REASON!



AND THE  
WORLD WILL BE MY  
WASTELAND.











BOOMING DESCENT

ALRIGHT PEOPLE, PREP FOR DEPLOYMENT.

JORDANE, FOCUS ON SURVEILLANCE, DROP OUR BARRELS UP AND THE ARMO' FLOWING.

ROSE, TAKE THE RIGHT FLANK.



TIMP WILL HANDLE THE LEFT.



AND SECURE THE TIP OF THE SPIRAL.

DISMEMBER, TAKE DRAFT A SLASH AND BURN OPERATION, MAKE SURE SOMETHING'S A THREAT BEFORE YOU START SHOOTING. IF THERE ARE ANY CIVILIANS STILL ALIVE IN THERE, I WANT THEM TO STAY THAT WAY.



TOUCHDOWN

**BROOOM**



COME ON  
BABY, LET'S SHOW  
THEM WHAT YOU  
CAN DO.

*shreeee*



I'VE GOT  
A COURSE FOR  
THE OUTER WALL  
AND AN ENGAGING  
SENSORS

THAT'S ODD  
I CAN'T DETECT  
ANYTHING, NOT  
A PULSE, NOT  
MOVEMENT, NOT  
EVEN STATIC ON THE  
COM-LINES. IT'S  
LIKE THE WHOLE  
WORLD WENT QUIET  
ALL OF THE  
SUDDEN.



EEEE

# THOOM!

WELCOME TO  
TOWN, BOYS  
AND GIRLS.

I'M  
ALREADY  
READY!

WIFE  
CLEAN, JAHANNAH  
SET UP YOUR  
PERIMETER

YOU  
ENJOY THE  
TRIP?



SELF-DEFENSE  
BARRAGE  
ENGAGED

AMMUNITION  
UPLOAD SPEED  
OUT AT THREE  
HUNDRED SECONDS  
PER MINUTE

DAKE EYE  
DEPLOYED



I'M DESCENDING  
STAIRS  
NOW!



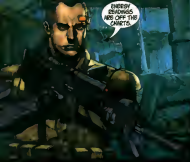
LOOKS LIKE  
THE ENTRY POINT'S  
BLOCKED.

WELL, IF WE CAN JUST  
BLAST OUR WAY  
THROUGH, WE'VE GOT  
UNLIMITED EXPLOSIVE  
POWER. ABOUT AS  
WELL USE IT.

NOT  
EXACTLY THE  
MOST ELEGANT  
SOLUTION,  
BUT...



HOLD ON,  
THERE'S  
SOMETHING  
THERE!





10

NOT A  
WEAPON.

A SCOUT.



CRUNCH



WHAT  
THE HELL IS  
THAT?

QUESTIONS  
LATER, GULLETT  
ROOM!



THREE











THEY'VE  
ENGAGED THE  
SHIELD IN  
SECTOR C2.

ENDING  
ABORTION  
UPLOAD SPEED  
200%.



CIA-CHECK  
CIA-CHECK  
CIA-CHECK

FBI

FBI



MUST BE  
A HELL OF A  
FIGHT OUT  
THERE.

SWITCHING  
ROCK FROM  
SAFE TO PLU.  
AUTO MODE.



WAIT,  
I'M GETTING  
SOME WEIRD  
FEEDBACK FROM THE  
TRANSPORTER.

SAFT



IF  
CONSOLE'S  
SHAKED  
OUT!



OUR ENTIRE  
NETWORK'S  
FAILING!



THE  
BARRER'S  
DOWN!



RE-ROUTING  
THROUGH THE  
SECONDARY  
COMMING UNIT!



NO GOOD  
WE'VE BEEN  
HACKED!



JARRARD,  
THE AMBULANCE  
THAT WAS LAM WAS BEEN  
DISCOVERED AND WE'VE  
LOST CONTACT WITH  
THE TEAM

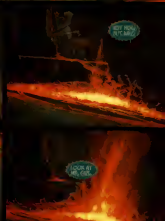


SHUT DOWN  
ALL SYSTEMS AND  
GET OUT OF THE  
VEHICLE NOW!

BARRER'S  
DOWN THIS HAS  
BREACHED OUR  
POWER CORE!







**Gaze upon the Rapture incarnate!**



**To be continued...**



**Brand new series from  
the creators of internationally  
Acclaimed comics, *DEFIANCE***



Cover A by  
**Kano Kang & Zach Suh**  
of *Defiance*



Cover B by  
**Warren Pleeves and  
Hyung Tae Kim**  
of *Magik Wars*

# MEGACITY 909 Issue #3

WRITTEN BY: **WOO LEE,  
ANDREW DODD**  
ART BY: **DAVID BING, ZACH SUH**

**FULLY PAINTED INTERIOR ART!!!**



Trapped in the wreckage of the **INOZEN** research facility, Yvonne, Hank, Tarp and themselves battle a never ending army of killer machines. While deep beneath the rubble, **Baroness** discovers what left of Dr. Janssen... learns the secret of how single women at **Martin Kanevich** became a popular monster bent on destroying the world, and more disturbingly, his ties to her own dark past and even darker future.

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**NOVEMBER 2004**

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Studio ICE and Devil's Due presents an exciting all-new comic series, **MEGACITY 909**



## System

CPU: Pentium 4 2.4GHz + Pentium 2 700

Memory: 1024MB + 512MB

Videocard: Matrox G450 + GeForce Ti 4600

Monitor: KDS 19" + Samsung 20Gul

Tablet: Wacom Intuos2 6 X 8

## 1. Sketch

The most important part of any drawing is in transferring the concepts and images in your mind onto paper. I usually use a mechanical pencil on B4 paper. This particular illustration is going to be it showing that of a character with simple hair style, so first I sketch it out in a thick form.

It is also possible to sketch using a rubber and eraser, but it doesn't let me see the overall flow of the illustrations constantly. So I usually prefer paper and pencil myself.



## 2. Scan and Edit

When the drawing is completed, I scan the pencil work. Considering the size of the B4 paper, 2400-3000 dpi seems should be good enough for most occasions. However if an illustration is to be used as a poster or other type of larger print, 6000-12000 dpi can be used. In this case, it was scanned at 360 dpi (2500 x 3000 pixels) to preserve.



Scanned lines are usually not perfect. So the line work must be cleaned up using programs like Adobe Photoshop, using its level adjustment.

Image >> Adjustments >> Levels >> (Ctrl+Shift+L)

By using these controls, I make the white part of the drawing white and the black darker.

If the drawing looks very crisp and satisfactory, then I go in and clean up the lines even more, getting rid of unwanted dots and other forms of artifacts. If it's necessary, sometimes I use the brush tool to draw over the line to get a very clean line, but I usually enjoy rough pencil lines.



## 3. Layer Creation

Now, I convert the cleaned up line to a Layer. As you probably know, this is done to protect the finished line from being drawn or colored over.

Generally there are two ways to make lines into layers. One way is to make it duplicate of the drawing and change the layer mode into "Multiply". Another method is to use Alpha Channel and make only the dark line into separate layer.

First, let's look at the "Multiply" method.

In the Photoshop layer window, I duplicate the screen (it's called "Background") in the Layer window by right-clicking on the original layer called "Background" and select "Duplicate layer". This will generate a duplicate layer called Layer 1. You could leave the new layer anything you want but it's not important. And then I change the mode of the duplicate layer (Layer 1) to "Multiply" mode and erase the original "Background" layer. After this process, I convert the file to RGB color (original color was "grayscale") and open the file in Painter to color.

Tip



two methods.

The "Multiply" method is the simplest of the two as well as requiring a little less stress on the CPU and memory. When I was using an old computer, this was an important issue. Alpha Channel method is a little more complicated, but it's easier to edit the line (ex. recoloring the line).

Tip

#### Alpha Channel method

Each channel is essentially a selection in which the black part is empty and the white part is full. This method uses Alpha Channel to create a layer of line which sit on top of a clear background.



First, select all in the background layer and copy it. In the Channel window, make a new alpha channel by clicking on the "New Channel" button and "paste" the copied background to it.



In the Layer window, create a new layer. Go to >channel> new, and select >channel> - >source - Channel (Alpha 1).



Press "Invert" button on the bottom and click "OK". This selects all of the dark parts of the drawing(line). Now fill the selection with black by choosing >edit> - >fill>. After that, I usually erase the line in the background layer and create the Alpha channel. I think this method, you'll get a clean line-only layer with 256 levels of grayscale that you can edit anyway you want it.

#### 4. Pointing - Base

I use Pointing & shading. I put the base color over the entire area, and then add base character color. Many times, the overall color of a portrait can be determined by the color of the skin, so I tend to work on skin first, but the color of skin does not base in the light source.



After all the base color of skin, accessories, clothes, etc. are painted, I set the light source and start shading. I follow the simple rule of "The opposite side of the light source is dark". Again, it's very important to check the overall tone of the illustration consistently during the shading.



When the drawing is shaded enough, I "drop" the layer. I put the background layer. From my experience, it seems it's better to merge the base and the colored background early on to have a more homogenous result. Of course, I also adjust the base layer's a little more to make sure it merges nicely with the background layer by changing color of the skin or level tones.

Tip

#### Shading

Unlike natural media, CG coloring doesn't require an order of shading, but I typically color from light color to dark color. In this portrait case, I colored the light part of the picture first and then shade them darker. And for the darker part of the picture, I put in the dark base color and then add lighter shading. Of course different people approach this in different ways, and other ways are just as effective.



**Tip**



#### Layers in Paint 9

It was improved from Paint 7 and above, but in version 9, the layer system has some issues. Even though the layer has an empty value when you use a brush with bleed characteristics, they show blending with white color. This problem can be corrected by going into "Win" menu of "Brush Control" and change the "Bleed" value to 0. If you update Paint 9 to 9.1, there is a new menu that corrects this problem.

#### 6. Completed

It's completed. Since it's a sample close up, the process wasn't too complicated. Many irregularities, especially in extremely dark areas, are hard to detect from the monitor, so it's very important to use as many other resources as possible to check the look for in the finished work. Also, it's essential to consider the printer and its adjustments based on mass production.





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*Created by*

*International Super Manga Artist*  
**Mark Lee**

**NOVEMBER 2004**

Studio ICE and Bivil's Due presents an exciting all-new comic series, MU

# MU

## Issue #1

Story by **Andrew Dabb,**  
**Manson Khan**

Art by: **Mark Lee**

Colors by: **Kano Kang, Zack Suh**

Long ago the dark god Seseurus came to Mu, destroying all who stood in his path. Only the daring of two heroic warriors stopped him, together they defeated his armies and saved the world. Now, a thousand years later, a scholar has discovered that the shadow lord's prison is weakening. Seseurus is coming back. But can a simple librarian convince the feuding nations of Mu to band together? Or is it already too late?

*Cover B by*  
**Korean Mega Artist**  
**Ropie,**  
*of Kingdom under Fire:  
The Crusaders for X-Box*



COMING SOON  
TO COMIC BOOK  
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NOVEMBER 2004

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MU: THE END  
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